

# Indoor Soccer Game Rules

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Intramural Indoor Soccer will be played by the following rules. Team captains are responsible for the ensuring the eligibility and conduct of all team players. Every participant is responsible for following the rules and regulations outlined in the Intramural Handbook: [www.imleagues.com/schools/hamlineuniversity](http://www.imleagues.com/schools/hamlineuniversity)

## Rules of the Game

### General Provisions:

- A. Intramural Officials will referee all games and keep score. All participants are expected to assist officials with setup and teardown of nets when possible.
- B. Open Team – any combination of men and women are allowed on a team.
- C. Equipment:
  - a. Players must wear a team jersey or same color shirt as the rest of the team.
  - b. Baseball caps and loose jewelry (necklace, watch, earring, etc.) may not be worn.
  - c. Shirts or tee-shirts, socks and tennis shoes must be worn at all times to participate. No cleats, sandals, or bare feet will be allowed.
  - d. Game balls will be provided by Intramurals. Only Futsal balls provided by Campus Rec are permitted. A limited number of indoor soccer balls can be checked out for practice before games on a first come first serve basis.
- D. Captains are responsible for **updating the roster and assuring eligibility of** any additions to their team.

### Game Rules

- Maximum of **(5)** players on the court at one time. Need at least **(4)** players to start or continue a game. A match consists of two **20 minute halves (continuous clock)**, with a max 5 min half-time. *If at any time a team drops below the minimum number of players (4), the game will end in a default.*
- Before the start of the game, the IM Supervisor will conduct a **coin toss or “rock, paper, scissors”** and the winning team will choose to kick-off (indirect kick) or which side of the field to defend. Teams will change sides at the end of the first half and alternate kick-offs.
- Teams will have unlimited substitutions that can be made during a dead ball. Subs must enter the field at the same location (and after) a player comes off the field
- Teams will have **no official timeouts** during the game.

### BOUNDARIES

- The lines of the basketball court will determine the boundaries.
- A ball is considered out of play only when the entire ball crosses the end or sidelines.
- **No throw-ins.** The ball must be kicked into play when the ball is ruled out of bounds.

## SCORING

- A goal is scored when the entire ball has crossed over the goal line, between the goal posts and under the crossbar. A team is awarded one point for a goal.
- During the regular season, **Wins = 2 points, Ties = 1 point, and Losses = 0 points.**
- **Ties** can occur during the regular season. Games will go into overtime during playoffs.

## GOALKEEPER RESTRICTIONS

- Goalies **ARE** allowed to use their hands **only inside the Goal Crease** when the opposing team throws or kicks the ball towards the Goalie, or if the ball deflects off a defender. The goalkeeper is not allowed to pick up the ball if it has been passed or kicked (via kick in) to him from a person on his team. If a goalie uses his/her hands to play the ball in anyway, when it was kicked or passed by their own team, then the opposing team is awarded an indirect free kick.
- Once a goalkeeper has gained control of the ball at any time, he/she must **release the ball into play within 5 seconds.**

## KICKS

- **Direct Kick** – a free kick in which a goal can be scored without being touched by any other player. The only direct kick will be a penalty kick.
- **Indirect Kicks** - a free kick in which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker.
- All **Free Kicks** are to be indirect (except penalty shots): must touch at least one other person before going into net. Opposing players must be 5 yards from the ball until it is in play. The player taking the free kick may not touch the ball until another player has.
- **Penalty Kick** is a direct kick taken from the penalty mark. All other players must be behind kicker. Penalty kicks will be taken from the top of the “3-pt” line.
- **Goal Kick** – Indirect kick taken by defending team when ball passes outside goal/line, last played by attacking team. Kick taken from anywhere inside goal box.
- **Corner Kick** – Direct kick taken by attacking team when ball passes outside/goal line, last played by defending team. Kick taken from nearest corner.

## FOULS

All Fouls including but not limited to: kicking, tripping, jumping at, charging, holding, pushing, slide tackling, bicycle kick, striking or spitting at an opponent, handballs, foul/abusive language, will result in an **Indirect Free Kick** to the opposing team from where infringement occurred. If the foul occurs within the goal crease, opposing team is awarded a **Penalty Kick**.

Yellow and red cards will be given to players who are showing poor sportsmanship conduct or fouling excessively. A player receiving a yellow card will have to leave the field for five minutes (a substitute player can enter). A player receiving a red card will not be allowed to play the remainder of the game and will have to meet with the Coordinator of Campus Recreation before participating in any upcoming IM events. All decisions made by the official are final.